

Lunii's Super Mario 64 Online Hamachi Guide!



Welcome to my Super Mario 64 Online Hamachi Guide, where I'll try to make setting up your own Hamachi server as simple as possible! Hamachi is an incredibly easy to use online service that simulates a local network connection between remote machines, making a LAN type connection for you & your friends online!

STEP ONE - DOWNLOADING THE REQUIRED PROGRAMS

HAMACHI

In order to use the Hamachi service alongside Super Mario 64 Online, you'll first need to head over to <https://www.vpn.net/> . This is where you'll download Hamachi from. You can begin your download of Hamachi by clicking here!



Allow Hamachi to finish downloading, then run the installer. Install Hamachi to your desired location. For example, my location is: Windows (C:) > Program Files (x86) > LogMeIn Hamachi.

You'll need to make an account on <https://www.vpn.net/> and also verify your email, this is so you can log into the Hamachi client once it has finished installing.

Once you've made your account, verified your email and logged in, your Hamachi client should look like this. We'll leave it like this for now and return to it later.



PROJECT 64 VERSION 1.6 or 2.3.2

In order to play the game, you'll need to install Project 64 version 1.6 or 2.3.2, you can find theses by heading over to:

<http://www.emulator-zone.com/doc.php/n64/project64.html>

Project64

Project64 is a Nintendo 64 emulator which at first seemed to have popped up out of nowhere, offering excellent game support with little bugs. Future versions only improved things more!

Attention users

We've taken down the download link of **Project64 versions 2.x** because of reports that the installer was bundled with malware. The latest version however is supposedly safe. Use at your own risk.



user rating	vote
Rating: ★★★★★ 8.4 (4004 Votes)	Rate it: <input type="text" value="select rating"/> <input data-bbox="1129 1151 1182 1182" type="button" value="Vote!"/>

Download - Windows

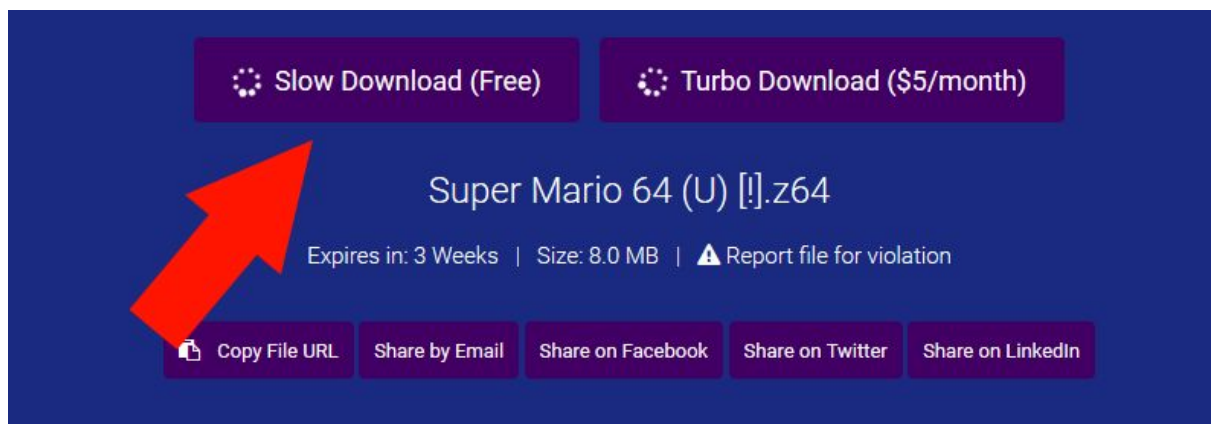
file	platform	license	date	size	
Project64 2.3.2	Windows	Freeware	Jan 23, 2017	-	
Project64 1.6	Windows	Freeware	Sep 30, 2014	2033 Kb.	
Project64k core1.4 v0.13 Unofficial version with netplay support.	Windows	Freeware	Sep 29, 2014	2477 Kb.	

Your default install path will probably be Windows (C:) > Program Files (x86 if you're running on 64-bit windows) > Project64 1.6. / Project 64 2.3.

SUPER MARIO 64 ROM

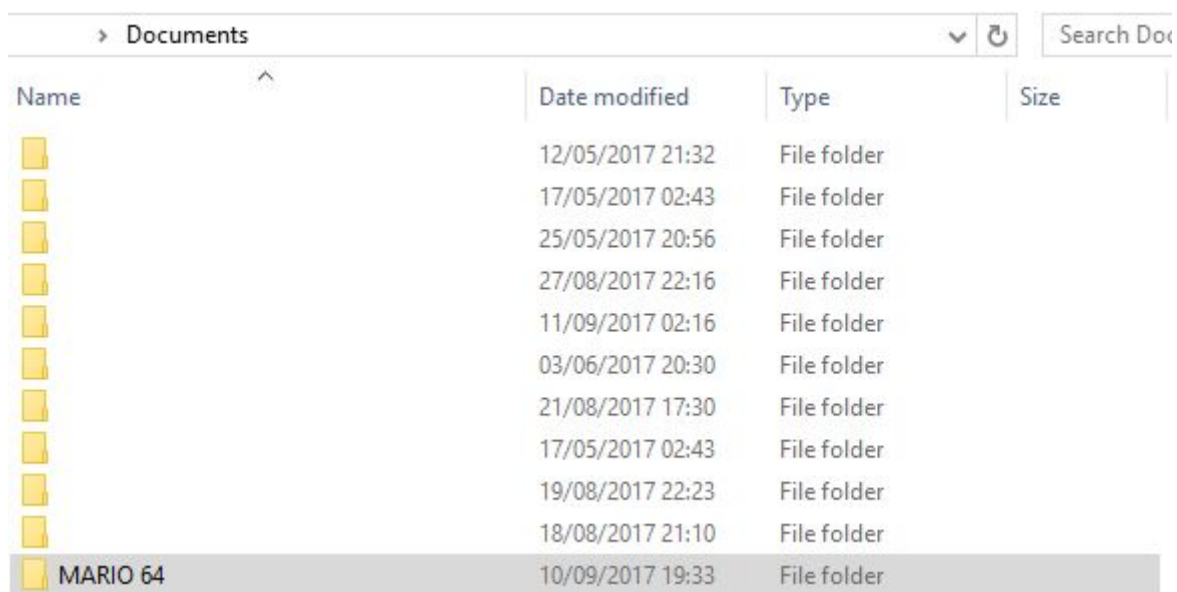
For the next step, you're going to need an NTSC (USA) version of the Super Mario 64 ROM. Super Mario 64 Online DOES NOT WORK with anything other than the NTSC (USA) version. You can find the ROM available to download from here (this link will be updated as necessary):

<https://uploadfiles.io/e2cx7>



MAKE SURE YOU SAVE THIS FILE TO YOUR DOCUMENTS. YOU COULD RUN INTO ISSUES LATER ON IF YOU DO NOT.

For example, my ROM is saved to Documents > MARIO 64, like this:



(Outside of the folder)

Documents > MARIO 64		Search MARIO 64	
Name	Date modified	Type	Size
Super Mario 64 (U) [!].z64	15/02/2000 03:38	Z64 File	8,192 KB

(Inside of the folder)

SUPER MARIO 64 ONLINE

The final thing you'll need to install is the latest version of Super Mario 64 Online, this can be found here:

<https://cdn.discordapp.com/attachments/354360795368521730/359012656163586048/SM64 Online 1.3.1 Hotfix.zip>

MAKE SURE TO EXTRACT THIS FOLDER TO YOUR DOCUMENTS, IF YOU DO NOT, YOU COULD RUN INTO ISSUES LATER ON.

Documents		Search Do	
Name	Date modified	Type	Size
	12/05/2017 21:32	File folder	
	17/05/2017 02:43	File folder	
	25/05/2017 20:56	File folder	
	27/08/2017 22:16	File folder	
	11/09/2017 02:16	File folder	
	03/06/2017 20:30	File folder	
	21/08/2017 17:30	File folder	
	17/05/2017 02:43	File folder	
	19/08/2017 22:23	File folder	
	18/08/2017 21:10	File folder	
	10/09/2017 19:33	File folder	
	09/06/2017 06:18	File folder	
	07/06/2017 02:48	File folder	
	25/03/2017 07:43	File folder	
	13/06/2017 23:21	File folder	
Super Mario 64 Online	12/09/2017 01:15	File folder	

(Outside of the folder)

> Documents > Super Mario 64 Online				Search Super Mario 64 Online
Name	Date modified	Type	Size	
Patches	10/09/2017 15:47	File folder		
Ressources	16/09/2017 20:00	File folder		
Hazel.dll	16/09/2017 19:54	Application extens...	34 KB	
Mono.Nat.dll	16/09/2017 19:54	Application extens...	41 KB	
romhackonly3198B4	11/09/2017 18:58	File	1 KB	
settings.xml	16/09/2017 21:25	XML Document	1 KB	
SM64O.exe	16/09/2017 20:11	Application	1,276 KB	

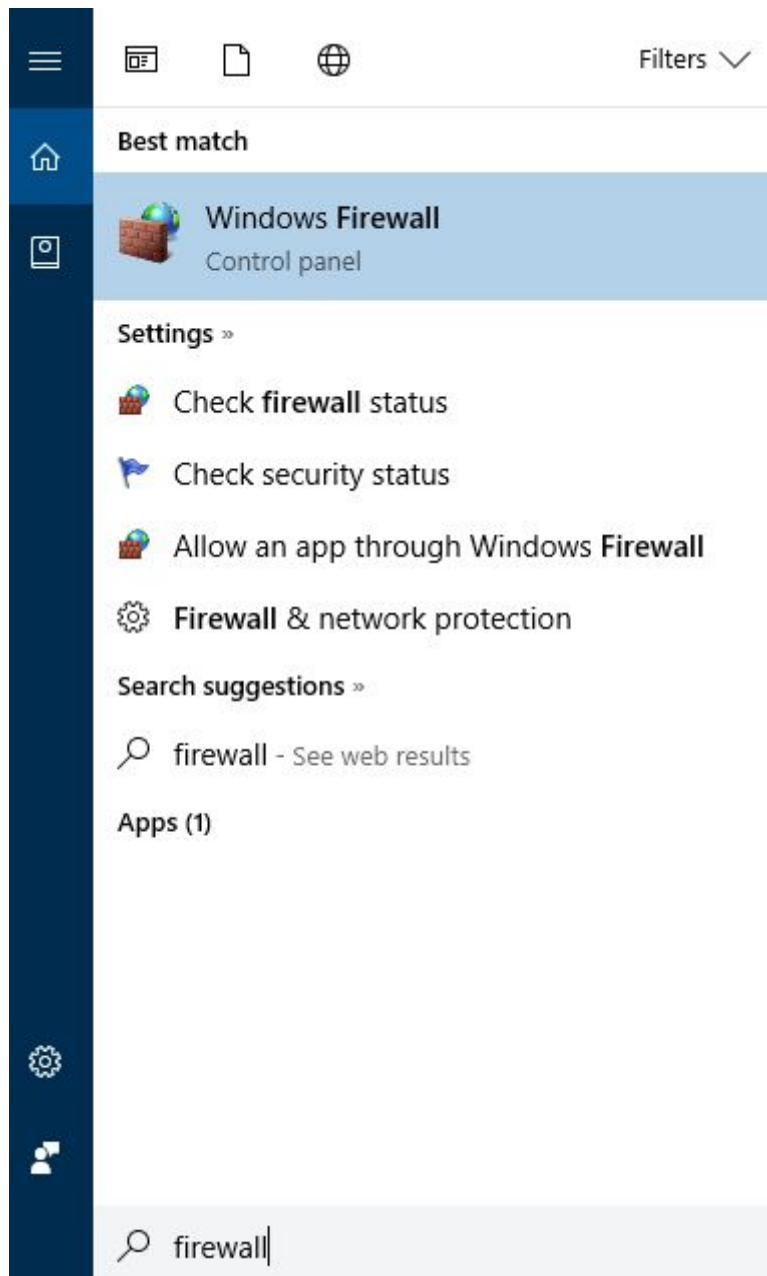
(Inside of the folder)

***CONGRATULATIONS, YOU HAVE
SUCCESSFULLY DOWNLOADED
EVERYTHING NECESSARY TO PLAY THE
GAME!***

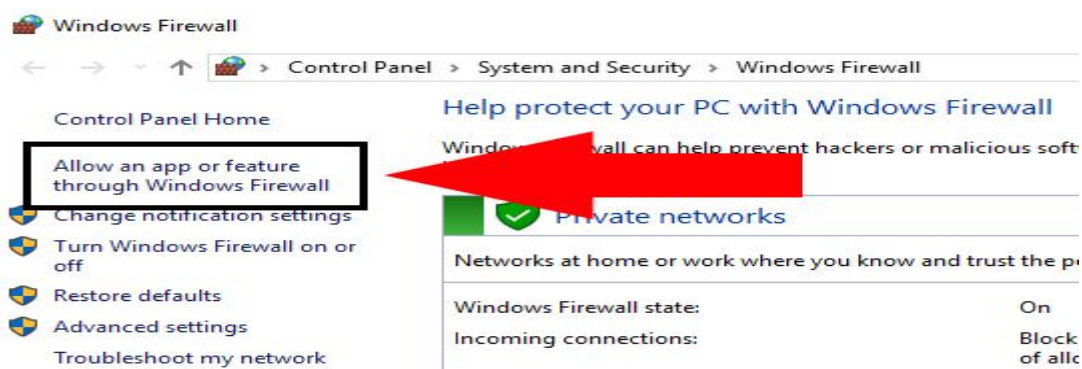
STEP TWO - SETTING UP YOUR FIREWALL TO ALLOW SM64O TO RUN CORRECTLY!

Now that you have successfully installed everything needed to play Super Mario 64 Online with Hamachi, your next course of action is to make an exception for the SM64O.exe client in your firewall.

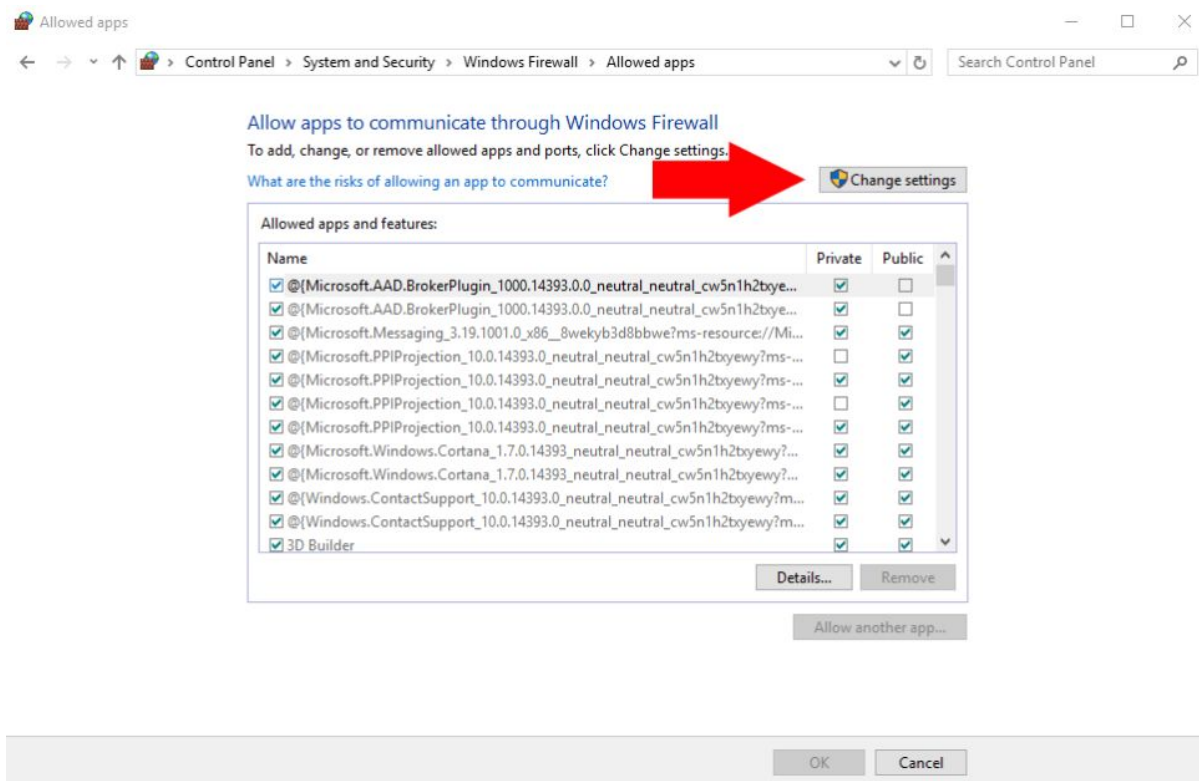
1. Right click your windows icon on the taskbar in the bottom left hand side of your screen.
2. Click on 'Search' and type in 'Windows Firewall'
3. Click on the Windows Firewall app that appears. It should look like this:



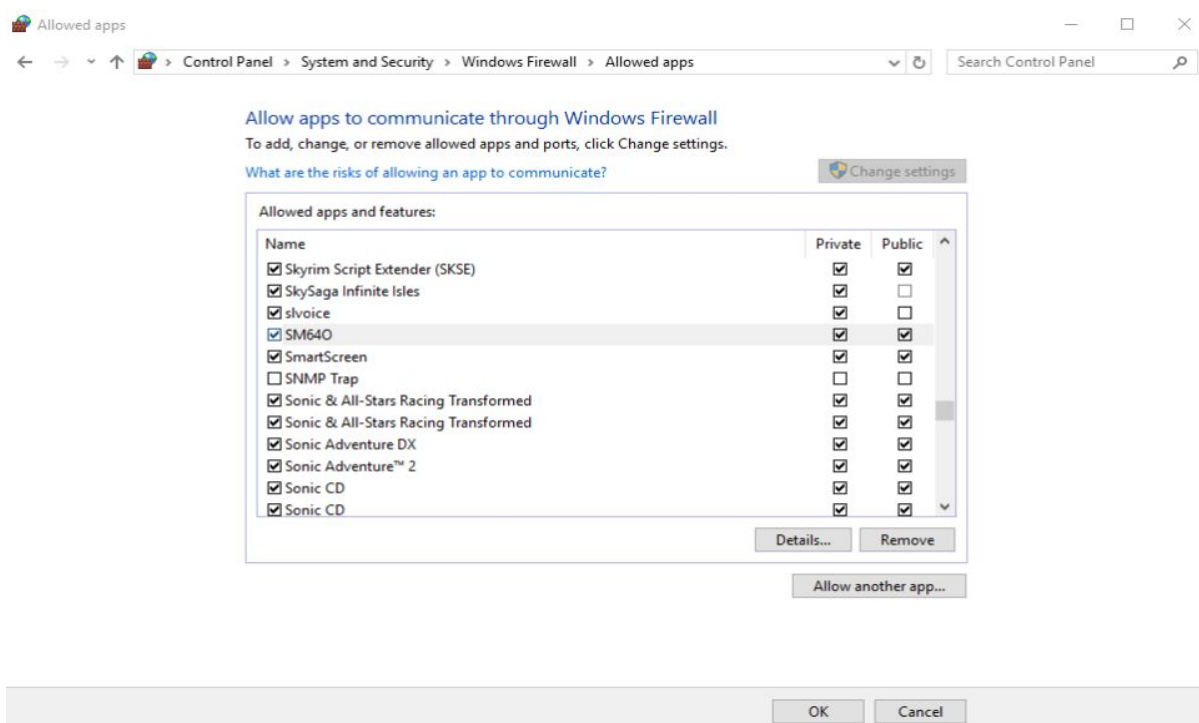
4. Once you have opened the app, click on 'allow an app or feature through Windows Firewall' on the left side of the window.



5. On the next screen, click 'Change Settings' found right at the top.



6. After you click it, I want you to click 'allow another app..' and find your SM640.exe client found in your Documents folder that we downloaded earlier. If the SM640.exe app is already on the list, I want you to manually remove it and add it back.



7. MAKE SURE THAT YOU CHECK BOTH 'PUBLIC' AND 'PRIVATE' BOXES, IF YOU DO NOT, YOU COULD HAVE ISSUES LATER ON. After checking both boxes, press 'OK'. If you want to make sure your settings saved, click on 'allow an app or feature through windows firewall' again, and scroll down the list and make sure SM64O is still there.

STEP THREE - SETTING UP YOUR HAMACHI NETWORK AND USING SUPER MARIO 64 ONLINE!

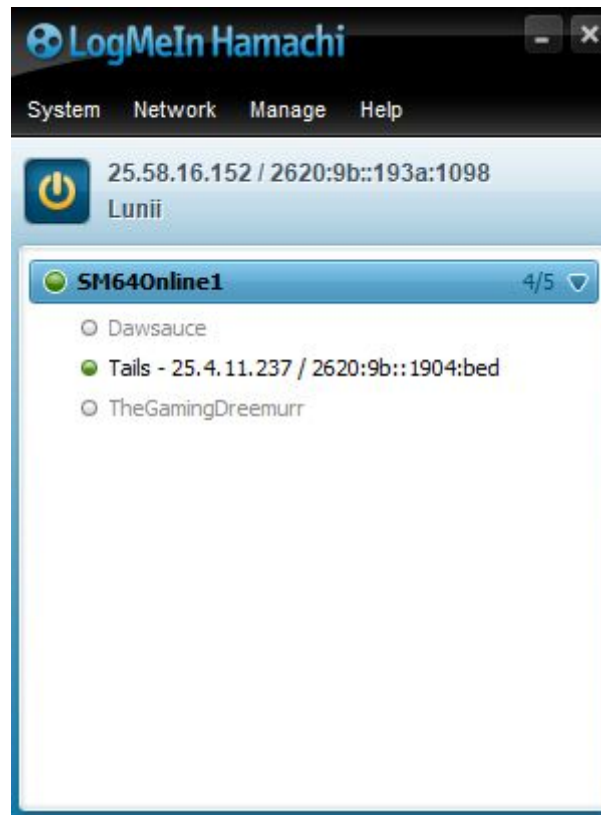
NOW IT'S TIME TO MOVE ONTO RUNNING YOUR SERVER WITH HAMACHI!

In order to start this process, you will need to join a Network on Hamachi with the other members of your group. Go to the Hamachi client, click on 'Network' and either Create a new network, or Join an existing network.



Keep in mind that the ID and password you use for this network is CasE SeNsiTive.

If you successfully joined or created a network, you should see something like this.



Now we're ready to play!

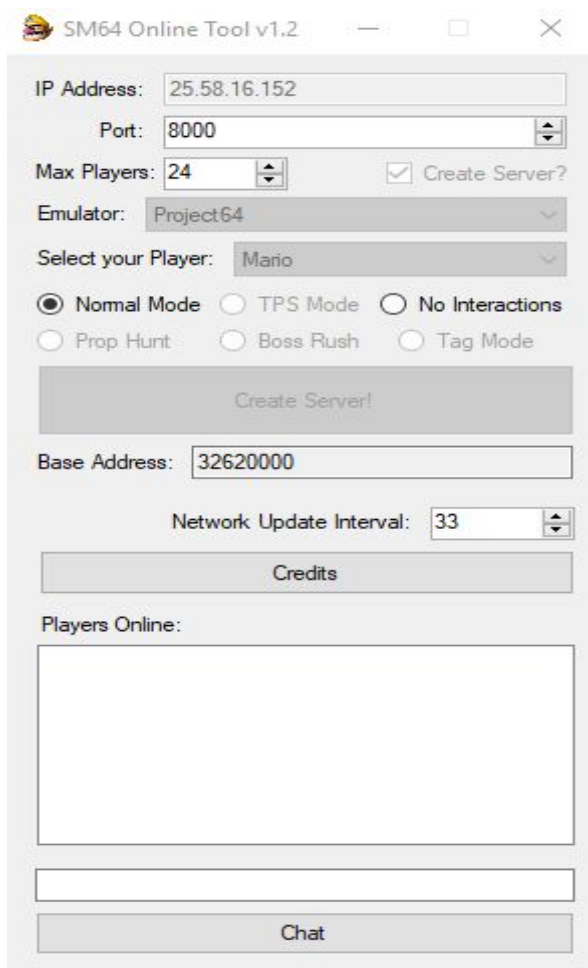
HOSTING THE HAMACHI SERVER

1. Open your SM640.exe client, found in Documents > Super Mario 64 Online
2. Open Project 64 1.6 (or 2.3.2), click 'file' at the top and 'Open ROM', load the Super Mario 64 NTSC (USA) ROM you downloaded earlier that should also be in your documents.
3. Make sure that you go into Options > Settings > Options and uncheck 'hide advanced settings' and also 'pause when emulation is inactive?'
4. Go into Options > Settings > ROM settings and change memory size from 4mb to 8mb. Do the same in Options > Settings > Advanced.

5. On the Super Mario 64 ROM, press Start and get to the File Select screen.
6. On your SM64O.exe client, enter your IPV4 address from Hamachi into the 'IP address' bar. You'll be able to find this by right-clicking your IP at the top of the hamachi client, click on 'copy ipv4 address' like this:



- 7.
8. Check the 'create server?' box, then click on the 'Create Server!' button. If you did the steps correctly, your SM64O client should look like this:



- 9.

10. Click on your Project 64 window, then click System > Save and then System > Restore.
11. Start up either Save A, B, C, D, let the opening cutscene play (if starting on a new file) and wait in-game for your friends to join! Make sure they join the same save file as you.

JOINING THE HAMACHI SERVER

1. Open your SM64O.exe client, found in Documents > Super Mario 64 Online
2. Open Project 64 1.6 (or 2.3.2), click 'file' at the top and 'Open ROM', load the Super Mario 64 NTSC (USA) ROM you downloaded earlier that should also be in your documents.
3. Make sure that you go into Options > Settings > Options and uncheck 'hide advanced settings' and also 'pause when emulation is inactive?'
4. Go into Options > Settings > ROM settings and change memory size from 4mb to 8mb. Do the same in Options > Settings > Advanced.
5. On the Super Mario 64 ROM, press Start and get to the File Select screen.
6. On your SM64O.exe client, enter the **HOSTS** IPV4 address from Hamachi into the 'IP address' bar. You'll be able to find this by right-clicking their name in your Hamachi Network, and clicking 'copy ipv4 address'



7.

8. After pasting the host's IPv4 address into the 'IP Address' bar at the top of your SM64O.exe client, click on 'connect to server!'
9. Click on your Project 64 window, then click System > Save and then System > Restore.
10. Join on the same save file as the host (Slot A, B, C or D, make sure it's also a new save file if you want to have the Host's stars). If you performed every step correctly, then you should be in-game with your friend!

***ENJOY THE GAME! IF YOU HAVE ANY QUESTIONS,
FEEL FREE TO @Lunii or @Helper IN THE OFFICIAL
SM64O DISCORD. FOUND HERE:***

<https://discord.gg/8TCyDNd>

